

BINGO DISPENSING DEVICE RECORDKEEPING FORMS AND INSTRUCTIONS

This booklet contains recordkeeping forms, instructions for each form, and a completed sample of each form. The instructions are designed to assist an employee in completing a line or section of a form that may not be readily understood by the title or instructions found on the form itself. Instructions for lines that are considered self-explanatory, such as simple math computations, are not included.

Sample forms have been provided to illustrate the proper completion of this office's standard forms. The instructions will answer the most commonly asked questions about the recordkeeping forms. Please remove the master forms from the booklet and make copies for your site(s). Note that some forms are two sided.

*If you have any questions or comments, please contact this office
in writing or by calling 1-800-326-9240.*

TABLE OF CONTENTS

Master Game Inventory Log Instructions	Page 2
Sample form	Page 9
Site Game Inventory Log Instructions	Page 2
Sample form	Page 10
Bingo Dispensing Device Record of Called Bingo Numbers Instructions	Page 2
Sample form	Page 11
Dispensing Devices – Access Log Instructions	Page 3
Sample form	Page 12
Credit Redemption Register Instructions	Page 3
Sample form	Page 13
Bingo Dispensing Devices – Interim Period Site Summary	Page 3
Sample form	Page 14
Bingo Dispensing Device Summary Instructions	Page 4
Sample form	Page 15
Bingo Card Dispensing Device Daily Employee Report Instructions	Page 5
Sample form	Page 16
I.O.U. Instructions	Page 5
Sample form	Page 17
Record of Win	Page 6
Sample form	Page 18
Ideal Cash Bank Master Record Instructions	Page 6
Sample form	Page 19
Sample form	Page 20
Cumulative Ideal Cash Bank Record Instructions	Page 7
Sample form	Page 21
Reconciliation of Ideal Cash Banks Instructions	Page 7
Sample form	Page 22
Reconciliation of Inventories Instructions	Page 8
Sample form	Page 23

Master Game Inventory Log
(SFN 9935)

This form is used to account for all games requiring a N.D. gaming stamp purchased by an organization. A separate form is used for each game and each game type. For example, if an organization purchased Hooked pull tab games and bingo cards for the bingo device, two forms would be used.

If an organization has only one site which is the home office, only the Master Game Inventory Log is needed. If an organization has more than one site, or if it has inventory at more than one location, the Master Game Inventory Log and Site Game Inventory Log would be used.

1. Date Placed - Enter the date that the deal is actually put into play, not the date the deal was sent to the site.
2. Date Closed - Enter the last date the game was in play.
3. Quarter Reported on Tax Return - Enter the quarter this deal was reported on the tax return. This can be entered as 04-1, 1st qtr of 04, Sept. 04, or any other entry that indicates the quarter.
4. Date Unplayed Deal Returned to Home Office - If an unplayed deal is returned from a site, enter the date that deal is received at the home office. Played deals are not entered in this column.
5. Date Deal Returned to Distributor - If a deal is returned to a distributor, enter the date the deal was returned. When the credit invoice is received, enter the invoice number on this form.

If a game is returned to master inventory and is re-issued to a site, the stamp number is entered a second time on the master inventory in the next available row to allow for tracking of the deal at the "new" site.

See sample form on page 9.

Site Game Inventory Log
(SFN 9934)

This form is used to account for all games requiring a N.D. gaming stamp at a site. A separate form is used for each game and each game type. For example, if an organization played Hooked and bingo cards through a dispensing device, two forms would be used.

If an organization has only one site which is the home office, only the Master Game Inventory Log is needed.

See instructions for the Master Game Inventory Log for instructions in completing "Date Placed", "Date Closed" and "Date Unplayed Deal Returned to Home Office".

See sample form on page 10.

Bingo Dispensing Device Record of
Called Bingo Numbers
(SFN 50005)

This two-part form is used to record the bingo numbers that are to be used with a prize flare.

Control number - Assign a consecutive number to each set of called numbers.

Enter the times and dates this prize flare is scheduled to be in play.

If the numbers are not called immediately prior to posting the prize flare on the site, the copy is sealed in an envelope and forwarded to the employee who will post the called numbers. The original is sent to the bookkeeper.

When the prize flare is closed, the copy is sent to the home office.

See sample form on page 11.

Dispensing Devices - Access Log
(SFN 18113)

This form is used to record the access into a bingo card dispensing device by any person and stays in the device throughout a quarter of activity.

When the device is accessed, the non-resettable currency meter must be recorded.

If a test vend is conducted to make sure the device is properly dispensing bingo cards, the non-resettable currency meter reading must be recorded before and after the test vend. The amount test vended must be entered in the "Reason for Entry" column.

When bingo cards are test vended, the bingo cards must be retained with the records for the game.

See sample form on page 12.

Credit Redemption Register
(SFN 18127)

This form is used to record the payment to players for bingo cards not properly dispensed by a device.

If credits are showing on the device, a bar employee may complete the register and immediately pay the player for the remaining credits.

If no credits are on the device, a bar employee may not pay the player. The bar employee completes the register and presents it the gaming employee who services the device. If the device is cash long, the gaming employee must reimburse the player.

1. Person Who Paid Player - If the bar has paid the player for remaining credits, the bar employee signs the register. If the gaming employee paid the player, the

gaming employee signs or initials the register.

2. Bar Reimbursed By / Date - If the bar has paid the player, the gaming employee who services the device enters the amount being reimbursed and the date. If the gaming employee is paying the player, this column is left blank.

See sample form on page 13.

Bingo Dispensing Devices -
Interim Period Site Summary
(SFN 50008)

This form is used whenever currency is withdrawn from the device, winning bingo cards are bought back from the bar, and/or deals are added to the device.

Prizes Bought Back from Bar

Do not include redeemed winning bingo cards paid by an organization employee in this section. The Bingo Dispensing Device Daily Employee Report accounts for those redeemed winning bingo cards.

For prizes bought back from the bar, record the pattern of the winning bingo, the number of winning bingo cards bought back, by denomination, and the total value of those winning bingo cards. For example, 2 winners @ \$100 = \$200.

A bar employee counts the prizes being bought back with the gaming employee. When both agree to the amount of prizes being exchanged for cash, the bar employee signs the form.

The prizes recorded on this interim period site summary are separately banded and dated.

Cash Profit (Loss)

4. "Total Prizes Paid" includes prizes bought back from the bar and redeemed winning bingo cards from the organization's employee if applicable.
5. From the Credit Redemption Register, enter the total of the amount reimbursed to the bar for credits paid and the amount paid directly to players since the last interim period.
6. This field is used only if the organization has its own employees redeeming winning bingo cards for the device. Enter any cash long or short from the Bingo Dispensing Device Daily Employee Report.

See sample form on page 14.

Bingo Dispensing Device Summary **(SFN 50903)**

This form is used to summarize each game using the information on the Bingo Dispensing Device Interim Period Site Summary. This form is completed in the home office by someone independent of the person who services the device. Prizes and cash profit are audited as this form is completed.

For each interim period site summary:

1. Total prizes should be verified by the independent person before being recorded on the summary.
2. The three cumulative columns are running totals for the game.

Deposit Amount Verified to Bank Record

A person who did not have access to the bank deposit funds must verify to the bank statement or other bank record that the

amount recorded as "Deposit Amount" was actually deposited in the gaming account.

This person initials and dates the form indicating that this verification was done.

The Summary for Schedule B2, Reconciliation of Non-Resettable Meters and Sales Tax Summary are completed when the game is closed.

Reconciliation of Non-Resettable Meters

1. When the game is closed, record the total currency that was in the device during the play of the game. This information is the sum of "Currency in Device" from all Interim Period Site Summaries for the game.
2. Enter the non-resettable currency meter reading from the last Interim Period Site Summary for the game.
3. Enter the total test vends of currency for the game.
4. Enter the non-resettable currency meter reading from the first Interim Period Site Summary for the game.
5. Repeat steps 2 through 4 using the non-resettable bingo card meter readings.

Summary for Schedule B2

If someone who conducted the game and has access to the total receipts or cash profit or has sole signatory authority of the gaming account, summarizes the game, then the summarization must be audited by someone independent.

If the game is summarized by someone independent, the summary does not need to be audited.

- I. Ideal Gross Proceeds per Deal - The number of bingo cards in a deal times the cost per play. This information is from the game information sheet.

- C. Enter the value of the unsold bingo cards. For example, if there are 250 bingo cards remaining in a \$2 cost per play game, the amount entered would be \$500.
- E. Enter the last entry in the "Cumulative Prizes" column.
- G. Enter the last entry in the "Cumulative Profit(Loss)" column. Do not enter cumulative deposits.

See sample form on page 15.

Bingo Card Dispensing Device Daily Employee Report (SFN 50904)

This form is used by an organization employee who is redeeming winning bingo cards. The employee must use a separate cash bank provided by the organization, not the loan of funds given to the bar.

Cash Bank

1. At the beginning of the day's activity, the cashier counts the actual opening cash and records the amount.

The cashier reviews the IOU form for any outstanding IOU balance. If the running balance is negative, enter the amount as a negative. If the running balance is positive, enter the amount as a positive.

2. If a second employee is on duty, that employee recounts the opening cash and verifies the amount the cashier recorded and any IOU. When both persons agree to the amounts, the cashier and the second employee initial the form verifying the accuracy of the recorded amounts.
3. At the end of the day's activity, the cashier counts the actual ending cash and records the amount.

The cashier reviews the IOU form for any outstanding IOU balance. If the running balance is negative, enter the amount as a negative. If the running balance is positive, enter the amount as a positive.

4. If a second employee is on duty, that employee recounts the ending cash and verifies the amount the cashier recorded and any IOU. When both persons agree to the amounts, the cashier and the second employee initial the form verifying the accuracy of the recorded amounts.
- H. Enter the total prizes paid plus any credits paid to players by the organization employee from the Credit Redemption Register.

Prizes

For each denomination of winning bingo cards, record the pattern, number of winners redeemed this day or shift, and the total value of those winners. For example, 2 winners @ \$100 = \$200.

The prizes recorded on this day's report are separately banded and dated for this game.

Amount Paid to Bank

The person who services the device verifies "Ending Cash" for the last day's activity, and "Total Prizes and Credits Paid" for each day's activity since the last interim visit.

The person who services the device reimburses the bank from currency in the device, enters the amount and initials the last day's Daily Employee Report. The amount reimbursed should bring the cash bank back to its normal amount if enough cash is available.

If this is the start of a new game or the end of a game, mark the box that applies.

See sample form on page 16.

I.O.U. (SFN 9880)

This form is used at a site to record the lending of funds to one game from another, or from a cash reserve bank. This form accounts for all loans and payback of funds for all games at a site for one quarter.

The source of cash (the game lending the cash or paying back a previous loan) is always entered as a positive amount. The destination for the cash (the game borrowing the cash or being paid back for a previous loan) is always entered as a negative amount. For example, if the twenty-one bank lends \$100 to the bingo device bank, the entries would be:

<u>Amount</u>	<u>Running Balance</u>
Twenty-One S \$100	\$100
Bingo Device D (\$100)	(\$100)

When the bingo device bank pays the twenty-one bank back, the entries would be:

<u>Amount</u>	<u>Running Balance</u>
Twenty-One D (\$100)	\$0
Bingo Device S \$100	\$0

If a game has a running balance at the beginning or end of the day's activity, that amount is entered on the daily accounting form for that game as a positive amount if the running balance is positive or as a negative amount if the running balance is negative.

See sample form on page 17.

Record of Win (SFN 9939)

This form is used whenever a single cash prize or retail value of merchandise prize of greater than \$200 is paid to a player.

The Record of Win must be pre-numbered.

1. Check the bingo device box and complete the game serial number.
2. The player must sign the Record of Win, unless the prize is being mailed to the player.
3. If a partial payout is made, for example, the player is paid \$500 in cash and will be paid the remaining \$1500 of the prize by a check issued from the home office, complete the bottom right section of the form.

See sample form on page 18.

Ideal Cash Bank Master Record (SFN 52534)

This form is used to maintain a master record of the ideal cash bank amounts at a site for each game type. It is used to account for any permanent increases or decreases to the cash bank. (Note: Temporary increases or decreases in a daily cash bank do not need to be recorded.) This form is maintained at the home office.

1. Cash Bank Reference No. – This is a number assigned by the organization to each cash bank for reference purposes. Each cash bank is assigned its own number. Once a number is assigned to a cash bank, that number cannot be duplicated or used again for any other cash bank.

2. Game Identifier – Enter the name of game that identifies which cash bank the master record is for. For example, pull tabs are identified by the name of the game such as “Century 100” and twenty-one would simply be “twenty-one.” If the Game Identifier changes at any time, an entry is made on the Ideal Cash Bank Master Record to show the new name for the Game Identifier with no increase or decrease, the ideal cash bank amount is completed and the record initialed.
3. Source/Destination - This identifies where the cash bank funds are coming from or where they are going. For example, if a check is being written from the Gaming Account to increase a cash bank the source is “Gaming Account.” If a cash bank is being decreased and the funds are being deposited into the Gaming Account the destination is the “Gaming Account.”
4. Increase/(Decrease) – This field is used to record any permanent increases or decreases to the ideal cash bank amount. If a cash bank is being established or increased, a positive amount is recorded. If a cash bank is being discontinued or decreased, a negative amount is recorded.
5. Ideal Cash Bank Amount – Enter the ideal cash bank amount as established by the organization. When the ideal amount of a cash bank is increased or decreased, add the increase to or subtract the decrease from the previous ideal cash bank amount recorded for the bank.

See sample forms on page 19 & 20.

Cumulative Ideal Cash Bank Record
(SFN 52533)

This form is used to maintain a record of all organization cash banks at all sites. It is used in conjunction with the Ideal Cash Bank Master Record. It provides a cumulative total of the ideal value of all cash banks of the organization.

1. Cash Bank Reference No. – This is the same number assigned to the cash bank on the Ideal Cash Bank Master Record by the organization. If the ideal cash bank amount for a game is permanently increased or decreased, an entry is made on the next available line of this form and the cash bank reference no. for the game recorded.
2. Increase/(Decrease) – This field is used to record any increases or decreases to the ideal cash bank amount as indicated on the Ideal Cash Bank Master Record. If a cash bank is being established, record the amount of the bank. If a cash bank is being discontinued, record the previously recorded amount of the bank as a negative amount. If an established cash bank is being increased or decreased, only the amount of the increase - a positive amount or decrease - a negative amount, is recorded.
3. Ideal Cash Bank Amount – This is the same ideal cash bank amount as recorded on the Ideal Cash Bank Master Record. If an established cash bank has been increased or decreased, the new ideal amount is recorded.
4. Cumulative Total – All Banks – This column maintains a running total of all cash banks at all sites. If an established cash bank is increased or decreased, the cumulative total is changed only by the amount of the increase or decrease to the bank. Add or subtract the amount of the increase or decrease to the previous amount recorded for Cumulative Total – All Banks to establish

the current cumulative total for all cash banks.

See sample form on page 21.

Reconciliation of Ideal Cash Banks
(SFN 52532)

This form is used to reconcile the gaming cash banks at a site on a quarterly basis. This form accounts for six cash banks at a site. The count and reconciliation must be done by a person who does not have access to the cash banks.

1. Current Cash Amount of Bank is the amount of cash in the cash bank per a physical count on the day of the reconciliation.
2. Plus - Any IOU's (when game is the source of the cash), cash losses from the previous day(s) of activity, or any other increases are added to the current cash bank amount.
3. Less - Any IOU's (when game is the destination of the cash), cash profit accumulated in bank and not yet deposited, or any other decreases are subtracted from the current cash bank amount.
4. Total Current Cash Bank Amount is computed accordingly.
5. Ideal Cash Bank Amount per the Ideal Cash Bank Master Record is recorded.
6. Difference is computed by subtracting the Ideal Cash Bank Amount from the Total Current Cash Bank Amount. If there is any difference, an explanation is required.

The person who completes the reconciliation initials the form verifying the information recorded.

See sample form on page 22.

Reconciliation of Inventories
(SFN 17937)

This form is used by a person independent of the person who controls the inventories of games requiring a N.D. gaming stamp, bingo cards, and twenty-one and paddlewheel chips to quarterly reconcile a physical count of these items to the information on the inventory logs.

This form accounts for the master inventory and up to five additional site inventories.

The serial number is completed only for the reconciliation of bingo cards.

If the physical count of inventory does not match the records, the action(s) taken by management to resolve the discrepancy must be noted.

The person who completes the reconciliation initials the form verifying the information recorded.

See sample form on page 23.



"X"
ONE
GAME
TYPE

- | | |
|--|--|
| <input type="checkbox"/> Paddlewheel Tickets | <input type="checkbox"/> Calcutta Boards |
| <input type="checkbox"/> Punchboards | <input type="checkbox"/> Tip Boards |
| <input type="checkbox"/> Sports Pool Boards | <input type="checkbox"/> Seal Boards |
| <input type="checkbox"/> Pull Tabs | <input type="checkbox"/> Club Specials |
| <input type="checkbox"/> Prize Boards | <input checked="" type="checkbox"/> Bingo Device |

Bingo Device

[illegible]



"X"
ONE
GAME
TYPE

- ☐ Calcutta Boards
- ☐ Tip Boards
- ☐ Seal Boards
- ☐ Club Specials
- ☒ Bingo Device

[illegible]



BINGO DISPENSING DEVICE - RECORD OF CALLED BINGO NUMBERS
OFFICE OF ATTORNEY GENERAL
 SFN 50005 (3-04)

Organization Charity, Inc.		Site The Bar		
Device Number 1	Control Number 1	Times and Dates Effective 8:00 ^{am} / _{pm} 7 / 1 / 04 to 12:00 ^{am} / _{pm} 9 / 30 / 04		
Below, check the box next to each number called for this game.		Total No. of Numbers 50		
B # 1 <input checked="" type="checkbox"/> X # 2 <input checked="" type="checkbox"/> X # 3 <input checked="" type="checkbox"/> X # 4 <input type="checkbox"/> # 5 <input type="checkbox"/> # 6 <input type="checkbox"/> # 7 <input checked="" type="checkbox"/> X # 8 <input checked="" type="checkbox"/> X # 9 <input checked="" type="checkbox"/> X # 10 <input type="checkbox"/> # 11 <input checked="" type="checkbox"/> X # 12 <input type="checkbox"/> # 13 <input checked="" type="checkbox"/> X # 14 <input checked="" type="checkbox"/> X # 15 <input type="checkbox"/>	I # 16 <input type="checkbox"/> # 17 <input checked="" type="checkbox"/> X # 18 <input checked="" type="checkbox"/> X # 19 <input checked="" type="checkbox"/> X # 20 <input type="checkbox"/> # 21 <input checked="" type="checkbox"/> X # 22 <input checked="" type="checkbox"/> X # 23 <input checked="" type="checkbox"/> X # 24 <input checked="" type="checkbox"/> X # 25 <input checked="" type="checkbox"/> X # 26 <input checked="" type="checkbox"/> X # 27 <input type="checkbox"/> # 28 <input checked="" type="checkbox"/> X # 29 <input checked="" type="checkbox"/> X # 30 <input type="checkbox"/>	N # 31 <input checked="" type="checkbox"/> X # 32 <input type="checkbox"/> # 33 <input checked="" type="checkbox"/> X # 34 <input type="checkbox"/> # 35 <input checked="" type="checkbox"/> X # 36 <input checked="" type="checkbox"/> X # 37 <input checked="" type="checkbox"/> X # 38 <input type="checkbox"/> # 39 <input checked="" type="checkbox"/> X # 40 <input type="checkbox"/> # 41 <input checked="" type="checkbox"/> X # 42 <input type="checkbox"/> # 43 <input checked="" type="checkbox"/> X # 44 <input checked="" type="checkbox"/> X # 45 <input type="checkbox"/>	G # 46 <input type="checkbox"/> # 47 <input type="checkbox"/> # 48 <input type="checkbox"/> # 49 <input checked="" type="checkbox"/> X # 50 <input checked="" type="checkbox"/> X # 51 <input checked="" type="checkbox"/> X # 52 <input checked="" type="checkbox"/> X # 53 <input checked="" type="checkbox"/> X # 54 <input checked="" type="checkbox"/> X # 55 <input checked="" type="checkbox"/> X # 56 <input checked="" type="checkbox"/> X # 57 <input checked="" type="checkbox"/> X # 58 <input checked="" type="checkbox"/> X # 59 <input checked="" type="checkbox"/> X # 60 <input type="checkbox"/>	O # 61 <input checked="" type="checkbox"/> X # 62 <input checked="" type="checkbox"/> X # 63 <input type="checkbox"/> # 64 <input checked="" type="checkbox"/> X # 65 <input checked="" type="checkbox"/> X # 66 <input checked="" type="checkbox"/> X # 67 <input type="checkbox"/> # 68 <input type="checkbox"/> # 69 <input checked="" type="checkbox"/> X # 70 <input checked="" type="checkbox"/> X # 71 <input checked="" type="checkbox"/> X # 72 <input type="checkbox"/> # 73 <input checked="" type="checkbox"/> X # 74 <input type="checkbox"/> # 75 <input checked="" type="checkbox"/> X
Pattern straight	Pattern letter X	Pattern blackout	Pattern	Pattern
Prize Amount 2	Prize Amount 10	Prize Amount 100	Prize Amount	Prize Amount
	Initials DS	Date 7/1/04	Initials AA	Date 7/1/04
WHITE - Accounting YELLOW - Gaming Site				



BINGO DISPENSING DEVICE - RECORD OF CALLED BINGO NUMBERS
OFFICE OF ATTORNEY GENERAL
 SFN 50005 (3-04)

Organization		Site		
Device Number	Control Number	Times and Dates Effective am / pm / / to am / pm / /		
Below, check the box next to each number called for this game.		Total No. of Numbers		
B # 1 <input type="checkbox"/> # 2 <input type="checkbox"/> # 3 <input type="checkbox"/> # 4 <input type="checkbox"/> # 5 <input type="checkbox"/> # 6 <input type="checkbox"/> # 7 <input type="checkbox"/> # 8 <input type="checkbox"/> # 9 <input type="checkbox"/> # 10 <input type="checkbox"/> # 11 <input type="checkbox"/> # 12 <input type="checkbox"/> # 13 <input type="checkbox"/> # 14 <input type="checkbox"/> # 15 <input type="checkbox"/>	I # 16 <input type="checkbox"/> # 17 <input type="checkbox"/> # 18 <input type="checkbox"/> # 19 <input type="checkbox"/> # 20 <input type="checkbox"/> # 21 <input type="checkbox"/> # 22 <input type="checkbox"/> # 23 <input type="checkbox"/> # 24 <input type="checkbox"/> # 25 <input type="checkbox"/> # 26 <input type="checkbox"/> # 27 <input type="checkbox"/> # 28 <input type="checkbox"/> # 29 <input type="checkbox"/> # 30 <input type="checkbox"/>	N # 31 <input type="checkbox"/> # 32 <input type="checkbox"/> # 33 <input type="checkbox"/> # 34 <input type="checkbox"/> # 35 <input type="checkbox"/> # 36 <input type="checkbox"/> # 37 <input type="checkbox"/> # 38 <input type="checkbox"/> # 39 <input type="checkbox"/> # 40 <input type="checkbox"/> # 41 <input type="checkbox"/> # 42 <input type="checkbox"/> # 43 <input type="checkbox"/> # 44 <input type="checkbox"/> # 45 <input type="checkbox"/>	G # 46 <input type="checkbox"/> # 47 <input type="checkbox"/> # 48 <input type="checkbox"/> # 49 <input type="checkbox"/> # 50 <input type="checkbox"/> # 51 <input type="checkbox"/> # 52 <input type="checkbox"/> # 53 <input type="checkbox"/> # 54 <input type="checkbox"/> # 55 <input type="checkbox"/> # 56 <input type="checkbox"/> # 57 <input type="checkbox"/> # 58 <input type="checkbox"/> # 59 <input type="checkbox"/> # 60 <input type="checkbox"/>	O # 61 <input type="checkbox"/> # 62 <input type="checkbox"/> # 63 <input type="checkbox"/> # 64 <input type="checkbox"/> # 65 <input type="checkbox"/> # 66 <input type="checkbox"/> # 67 <input type="checkbox"/> # 68 <input type="checkbox"/> # 69 <input type="checkbox"/> # 70 <input type="checkbox"/> # 71 <input type="checkbox"/> # 72 <input type="checkbox"/> # 73 <input type="checkbox"/> # 74 <input type="checkbox"/> # 75 <input type="checkbox"/>
Pattern	Pattern	Pattern	Pattern	Pattern
Prize Amount	Prize Amount	Prize Amount	Prize Amount	Prize Amount
	Initials	Date	Initials	Date
WHITE - Accounting YELLOW - Gaming Site				



DISPENSING DEVICES - ACCESS LOG
OFFICE OF ATTORNEY GENERAL
SFN 18113 (3-04)

Organization Charity, Inc.	
Site The Bar	Quarter Sept. 2004

Date	Time	Nonresettable Currency Meter	Reason For Entry (Check All That Apply)	Initials
7/1/04	9:00 a.m. p.m.	500	<input type="checkbox"/> Withdraw Currency <input type="checkbox"/> Buy Back Prizes <input checked="" type="checkbox"/> Add Deal(s) or Daubers <input type="checkbox"/> Test Vends: Currency \$ _____ Ticket Value \$ _____ Dauber Value \$ _____ <input type="checkbox"/> Other	AA
7/3/04	1:00 a.m. p.m.	700	<input checked="" type="checkbox"/> Withdraw Currency <input checked="" type="checkbox"/> Buy Back Prizes <input type="checkbox"/> Add Deal(s) or Daubers <input type="checkbox"/> Test Vends: Currency \$ _____ Ticket Value \$ _____ Dauber Value \$ _____ <input type="checkbox"/> Other	AA
	a.m. p.m.		<input type="checkbox"/> Withdraw Currency <input type="checkbox"/> Buy Back Prizes <input type="checkbox"/> Add Deal(s) or Daubers <input type="checkbox"/> Test Vends: Currency \$ _____ Ticket Value \$ _____ Dauber Value \$ _____ <input type="checkbox"/> Other	
	a.m. p.m.		<input type="checkbox"/> Withdraw Currency <input type="checkbox"/> Buy Back Prizes <input type="checkbox"/> Add Deal(s) or Daubers <input type="checkbox"/> Test Vends: Currency \$ _____ Ticket Value \$ _____ Dauber Value \$ _____ <input type="checkbox"/> Other	
	a.m. p.m.		<input type="checkbox"/> Withdraw Currency <input type="checkbox"/> Buy Back Prizes <input type="checkbox"/> Add Deal(s) or Daubers <input type="checkbox"/> Test Vends: Currency \$ _____ Ticket Value \$ _____ Dauber Value \$ _____ <input type="checkbox"/> Other	
	a.m. p.m.		<input type="checkbox"/> Withdraw Currency <input type="checkbox"/> Buy Back Prizes <input type="checkbox"/> Add Deal(s) or Daubers <input type="checkbox"/> Test Vends: Currency \$ _____ Ticket Value \$ _____ Dauber Value \$ _____ <input type="checkbox"/> Other	
	a.m. p.m.		<input type="checkbox"/> Withdraw Currency <input type="checkbox"/> Buy Back Prizes <input type="checkbox"/> Add Deal(s) or Daubers <input type="checkbox"/> Test Vends: Currency \$ _____ Ticket Value \$ _____ Dauber Value \$ _____ <input type="checkbox"/> Other	
	a.m. p.m.		<input type="checkbox"/> Withdraw Currency <input type="checkbox"/> Buy Back Prizes <input type="checkbox"/> Add Deal(s) or Daubers <input type="checkbox"/> Test Vends: Currency \$ _____ Ticket Value \$ _____ Dauber Value \$ _____ <input type="checkbox"/> Other	
	a.m. p.m.		<input type="checkbox"/> Withdraw Currency <input type="checkbox"/> Buy Back Prizes <input type="checkbox"/> Add Deal(s) or Daubers <input type="checkbox"/> Test Vends: Currency \$ _____ Ticket Value \$ _____ Dauber Value \$ _____ <input type="checkbox"/> Other	
	a.m. p.m.		<input type="checkbox"/> Withdraw Currency <input type="checkbox"/> Buy Back Prizes <input type="checkbox"/> Add Deal(s) or Daubers <input type="checkbox"/> Test Vends: Currency \$ _____ Ticket Value \$ _____ Dauber Value \$ _____ <input type="checkbox"/> Other	
	a.m. p.m.		<input type="checkbox"/> Withdraw Currency <input type="checkbox"/> Buy Back Prizes <input type="checkbox"/> Add Deal(s) or Daubers <input type="checkbox"/> Test Vends: Currency \$ _____ Ticket Value \$ _____ Dauber Value \$ _____ <input type="checkbox"/> Other	
	a.m. p.m.		<input type="checkbox"/> Withdraw Currency <input type="checkbox"/> Buy Back Prizes <input type="checkbox"/> Add Deal(s) or Daubers <input type="checkbox"/> Test Vends: Currency \$ _____ Ticket Value \$ _____ Dauber Value \$ _____ <input type="checkbox"/> Other	
	a.m. p.m.		<input type="checkbox"/> Withdraw Currency <input type="checkbox"/> Buy Back Prizes <input type="checkbox"/> Add Deal(s) or Daubers <input type="checkbox"/> Test Vends: Currency \$ _____ Ticket Value \$ _____ Dauber Value \$ _____ <input type="checkbox"/> Other	
	a.m. p.m.		<input type="checkbox"/> Withdraw Currency <input type="checkbox"/> Buy Back Prizes <input type="checkbox"/> Add Deal(s) or Daubers <input type="checkbox"/> Test Vends: Currency \$ _____ Ticket Value \$ _____ Dauber Value \$ _____ <input type="checkbox"/> Other	
	a.m. p.m.		<input type="checkbox"/> Withdraw Currency <input type="checkbox"/> Buy Back Prizes <input type="checkbox"/> Add Deal(s) or Daubers <input type="checkbox"/> Test Vends: Currency \$ _____ Ticket Value \$ _____ Dauber Value \$ _____ <input type="checkbox"/> Other	
	a.m. p.m.		<input type="checkbox"/> Withdraw Currency <input type="checkbox"/> Buy Back Prizes <input type="checkbox"/> Add Deal(s) or Daubers <input type="checkbox"/> Test Vends: Currency \$ _____ Ticket Value \$ _____ Dauber Value \$ _____ <input type="checkbox"/> Other	
	a.m. p.m.		<input type="checkbox"/> Withdraw Currency <input type="checkbox"/> Buy Back Prizes <input type="checkbox"/> Add Deal(s) or Daubers <input type="checkbox"/> Test Vends: Currency \$ _____ Ticket Value \$ _____ Dauber Value \$ _____ <input type="checkbox"/> Other	
	a.m. p.m.		<input type="checkbox"/> Withdraw Currency <input type="checkbox"/> Buy Back Prizes <input type="checkbox"/> Add Deal(s) or Daubers <input type="checkbox"/> Test Vends: Currency \$ _____ Ticket Value \$ _____ Dauber Value \$ _____ <input type="checkbox"/> Other	
	a.m. p.m.		<input type="checkbox"/> Withdraw Currency <input type="checkbox"/> Buy Back Prizes <input type="checkbox"/> Add Deal(s) or Daubers <input type="checkbox"/> Test Vends: Currency \$ _____ Ticket Value \$ _____ Dauber Value \$ _____ <input type="checkbox"/> Other	
	a.m. p.m.		<input type="checkbox"/> Withdraw Currency <input type="checkbox"/> Buy Back Prizes <input type="checkbox"/> Add Deal(s) or Daubers <input type="checkbox"/> Test Vends: Currency \$ _____ Ticket Value \$ _____ Dauber Value \$ _____ <input type="checkbox"/> Other	



CREDIT REDEMPTION REGISTER
OFFICE OF ATTORNEY GENERAL
SFN 18127 (3-04)

Organization		Charity, Inc.	
Site		Quarter	
The Bar		September 2004	

[illegible]



BINGO DISPENSING DEVICE - INTERIM PERIOD SITE SUMMARY
OFFICE OF ATTORNEY GENERAL
 SFN 50008 (3-04)

Attach printed audit reports

Organization Charity, Inc.	Site The Bar	Gaming Stamp Number B44444	Completed By AA	Date 7/3/04
--------------------------------------	------------------------	--------------------------------------	---------------------------	-----------------------

PRIZES BOUGHT BACK FROM BAR				CASH PROFIT (LOSS)	
Pattern	Amount	#	\$ Value		
straight	2	10	20	1. Amount of Currency In Device	\$ 200
letter X	10	4	40	2. Value of Daubers (from printed audit report)	— 2
blackout	100	1	100	3. Subtotal	\$ 198
				4. Total Prizes Paid - Bar and Organization Employee	— 160
				5. Credits Paid	— 5
				6. Cash Long (Short) - Organization Employee Only	+/- (10)
			TOTAL	7. Cash Profit (Loss)	\$ 23
			\$ 160	8. Deposit Amount	\$ 23
Bar Employee Signature <i>Terry Watson</i>					



BINGO DISPENSING DEVICE SUMMARY
OFFICE OF ATTORNEY GENERAL
SFN 50903 (3-04)

Organization Charity, Inc.		Site The Bar	
Gaming Stamp Number B44444	Quarter September 2004	Date Placed 7/01/04	Date Closed 9/30/04

15

Date	Cash Profit (Loss)	Deposit	Deposit Amt. Verified to Bank Record		Total Cash Prizes	Cumulative			Initials
						Profit (Loss)	Deposit	Cash Prizes	
7/3/04	23	23	Initials LG	Date 8/15/04	160	23	23	160	LG
7/7/04	53	53	LG	" "	200	76	76	360	LG

SUMMARY FOR SCHEDULE B2

	I. Ideal Gross Proceeds	C. Value of Unsold Cards	D. Gross Proceeds (I - C)	Cumulative Cash Prizes	Prizes Paid by Check	E. Total Prizes	F. Adj. Gross Proceeds (D - E)	G. Cash Profit	Cash Long (Short) (G - F)	Completed By and Date
Summary	1505	- 110	1395	1197	0	- 1197	198	200	2	LG 8/5/04
Audit of Summary		-				-				

RECONCILIATION OF NON-RESETTABLE METERS

SALES TAX SUMMARY

Ending Currency Meter Reading	Less: Total Test Vends	Less: Beginning Meter Reading	Currency Validated	Total Currency in Device		J. Gross Proceeds (D)	K. Tax Rate (1.0 x)	L. Subtotal (J + K)	M. Sales Tax (J - L)
1500	40	63	1397	1397		1395	1.05	1329	66



BINGO CARD DISPENSING DEVICE DAILY EMPLOYEE REPORT
OFFICE OF ATTORNEY GENERAL
SFN 50904 (3-04)

Organization
Charity, Inc.
Site
The Bar

Date		9/29/04			Date			Date			Date		
(A) Opening Cash		300											
(B) IOU - Opening		0											
(C) Total Opening Cash (A + / - B)		300											
Cashier	Verified By	MS	JS										
(D) Ending Cash		270											
(E) IOU - Ending		0											
(F) Total Ending Cash (D + / - E)		270											
Cashier	Verified By	MS	JS										
(G) Amount Paid out of Bank (C - F)		30											
(H) Total Prizes and Credits Paid		20											
(I) Cash Long (Short) (H - G)		(10)											
Prizes		Denom.	#	\$ Value	Denom.	#	\$ Value	Denom.	#	\$ Value	Denom.	#	\$ Value
Pattern	straight	2	10	20									
Pattern													
Pattern													
Pattern													
Pattern													
Pattern													
Total Prizes		\$ 20			\$			\$			\$		
Amount Paid to Bank													
Amount		30											
Initials		AA											
		<input type="checkbox"/> Start Game <input checked="" type="checkbox"/> End Game			<input type="checkbox"/> Start Game <input type="checkbox"/> End Game			<input type="checkbox"/> Start Game <input type="checkbox"/> End Game			<input type="checkbox"/> Start Game <input type="checkbox"/> End Game		



I.O.U.
OFFICE OF ATTORNEY GENERAL
SFN 9880 (3-04)

CIRCLE ONE FOR EACH TRANSACTION


S = Source of cash (Game loaning or paying back)
Always Positive


D = Destination for cash (Game borrowing or being paid back)
Always Negative

Organization Charity, Inc.	
Site The Bar	Quarter Sept. 2004

17

DATE	TWENTY-ONE			PULL TABS			PULL TABS			PULL TABS			OTHER			INITIALS
				NAME			NAME			NAME			NAME	Bingo Device		
		Amount	Running Balance		Amount	Running Balance		Amount	Running Balance		Amount	Running Balance		Amount	Running Balance	
9/01/04	<div>S</div> <div>D</div>	100	100	S <div>D</div>			S <div>D</div>			S <div>D</div>			<div>S</div> <div>D</div>	(100)	(100)	MS
9/02/04	<div>S</div> <div>D</div>	(100)	0	S <div>D</div>			S <div>D</div>			S <div>D</div>			<div>S</div> <div>D</div>	100	0	MS
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
	S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			S <div>D</div>			
</																

 RECORD OF WIN OFFICE OF ATTORNEY GENERAL SFN 9939 (3-04)			Organization Charity, Inc.	Date 9/29/04	NO. 001
			Site The Bar	Completed By MS	Type of ID ND Drivers Lic.
Game Type (Check One) and Complete Information for that Game Type			Cash Prize Amount \$ 250	Description Merchandise Prize	Retail Value of Prize \$
<input type="checkbox"/> Bingo	Game Number		Name of Player Karen Smith		
<input checked="" type="checkbox"/> Bingo Device	Game Serial Number 33333		Address PO Box 999		
<input type="checkbox"/> Calcutta	Date of Event	Gaming Stamp Number	City Anytown	State ND	Zip Code 58999
<input type="checkbox"/> Pull Tabs	Name of Game	Gaming Serial Number	Signature of Player Karen Smith		Date 9/29/04
<input type="checkbox"/> Club Special <input type="checkbox"/> Punchboard <input type="checkbox"/> Tip Board	<input type="checkbox"/> Prize Board <input type="checkbox"/> Seal Board	Gaming Serial Number	If Partial Cash Prize Payout, Complete This Section		
<input type="checkbox"/> Raffle	Date of Drawing	Winning Ticket Number	Amount Paid Now \$	Paid By	Amt. Yet To Be Paid \$
<input type="checkbox"/> Sports Pools	Date of Event	Gaming Stamp Number	Check Number	Paid By	Date
<input type="checkbox"/> Twenty-One Tournament <input type="checkbox"/> Poker Tournament		Date of Event			

 RECORD OF WIN OFFICE OF ATTORNEY GENERAL SFN 9939 (3-04)			Organization	Date	NO.
			Site	Completed By	Type of ID
Game Type (Check One) and Complete Information for that Game Type			Cash Prize Amount \$	Description Merchandise Prize	Retail Value of Prize \$
<input type="checkbox"/> Bingo	Game Number		Name of Player		
<input type="checkbox"/> Bingo Device	Game Serial Number		Address		
<input type="checkbox"/> Calcutta	Date of Event	Gaming Stamp Number	City	State	Zip Code
<input type="checkbox"/> Pull Tabs	Name of Game	Gaming Serial Number	Signature of Player		Date
<input type="checkbox"/> Club Special <input type="checkbox"/> Punchboard <input type="checkbox"/> Tip Board	<input type="checkbox"/> Prize Board <input type="checkbox"/> Seal Board	Gaming Serial Number	If Partial Cash Prize Payout, Complete This Section		
<input type="checkbox"/> Raffle	Date of Drawing	Winning Ticket Number	Amount Paid Now \$	Paid By	Amt. Yet To Be Paid \$
<input type="checkbox"/> Sports Pools	Date of Event	Gaming Stamp Number	Check Number	Paid By	Date
<input type="checkbox"/> Twenty-One Tournament <input type="checkbox"/> Poker Tournament		Date of Event			



IDEAL CASH BANK MASTER RECORD
OFFICE OF ATTORNEY GENERAL
SFN 52534 (3-04)

Organization	Site
Charity, Inc.	The Bar
Game Type	Cash Bank Reference Number
Bingo Device	9

[illegible]



Charity, Inc.

21



RECONCILIATION OF IDEAL CASH BANKS
OFFICE OF ATTORNEY GENERAL
SFN 52532 (3-04)

Organization Charity, Inc.	Site The Bar	Page 1 of 1
Name of Person Completing Reconciliation Linda Green	Job Title Bookkeeper	Date 10/1/04

Game Type <u>Bingo Device</u> Game Identifier <u>Employee Bank</u>	Game Type _____ Game Identifier _____	Game Type _____ Game Identifier _____
Current Cash Amount of Bank (per count) \$ <u>400</u> Plus: IOU-When Game Is Source Of Cash _____ Cash Loss From Previous Day(s) Activity _____ Other Increases (explain) _____ Less: IOU-When Game Is Destination Of Cash _____ Cash Profit Not Yet Deposited <u>100</u> Other Decreases (explain) _____ Total Current Cash Bank Amount \$ <u>300</u> Ideal Cash Bank Amount (per master record) <u>300</u> Difference (explanation required) <u>0</u> Explanations: <u>OK</u>	Current Cash Amount of Bank (per count) \$ _____ Plus: IOU-When Game Is Source Of Cash _____ Cash Loss From Previous Day(s) Activity _____ Other Increases (explain) _____ Less: IOU-When Game Is Destination Of Cash _____ Cash Profit Not Yet Deposited _____ Other Decreases (explain) _____ Total Current Cash Bank Amount \$ _____ Ideal Cash Bank Amount (per master record) _____ Difference (explanation required) _____ Explanations: _____	Current Cash Amount of Bank (per count) \$ _____ Plus: IOU-When Game Is Source Of Cash _____ Cash Loss From Previous Day(s) Activity _____ Other Increases (explain) _____ Less: IOU-When Game Is Destination Of Cash _____ Cash Profit Not Yet Deposited _____ Other Decreases (explain) _____ Total Current Cash Bank Amount \$ _____ Ideal Cash Bank Amount (per master record) _____ Difference (explanation required) _____ Explanations: _____
Initials LG	Initials	Initials



RECONCILIATION OF INVENTORIES
OFFICE OF ATTORNEY GENERAL
SFN 17937 (3-04)

Organization

Charity, Inc.

<input checked="" type="checkbox"/> Master <input type="checkbox"/> Site: _____					<input type="checkbox"/> Master <input checked="" type="checkbox"/> Site: The Bar					<input type="checkbox"/> Master <input checked="" type="checkbox"/> Site: Joe's Place				
Reconciliation Completed By Linda Green					Reconciliation Completed By Linda Green					Reconciliation Completed By Linda Green				
Job Title Bookkeeper			Date 10/1/04		Job Title Bookkeeper			Date 10/1/04		Job Title Bookkeeper			Date 10/1/04	
Name of Game/Primary Color & Type of Bingo Card/Chips	Serial Number	Number Per Inventory Record	Number Per Physical Count	Difference	Name of Game/Primary Color & Type of Bingo Card/Chips	Serial Number	Number Per Inventory Record	Number Per Physical Count	Difference	Name of Game/Primary Color & Type of Bingo Card/Chips	Serial Number	Number Per Inventory Record	Number Per Physical Count	Difference
Bingo Device		3	3	0	Bingo Device		1	1	0	Bingo Device		1	1	0
Result: OK					Result: OK					Result: OK				
Corrective Action Taken:					Corrective Action Taken:					Corrective Action Taken:				
			Initials LG					Initials LG					Initials LG	